

**Amendments to the Specification**

On page 2, please replace the paragraph beginning on line 22 with the following amended paragraph:

There are a number of ways of creating 3D models. Creating the model directly from the physical object itself is probably the most accurate and time efficient method. This can be accomplished in a number of ways. For example, a 3D model can be created using silhouette capture, as described in copending application entitled "System and Method of Three-Dimensional Image Capture and Modeling" filed concurrently with this application and assigned U.S. Application Serial No. 09/819,449, the whole of which is incorporated herein by reference. Laser scanning techniques may also be used to create 3D models from real-world objects. Alternatively, the 3D model may be constructed "by hand" on a computer by an artist who draws the model directly by placing vertices or faces or by combining smaller geometric shapes to form the overall model.